

Magic Legends Start from Level 1 Speed Run: Lessons learned from my 1st run

Overview:

Run was 16 hours and 15 minutes. Run was on 5/15/2021.

Planeswalker: Geomancer

Note: I mostly smashed people in the face - wasn't heavily dependent on spells.

2nd Color: Blue

Quick Conclusion:

Speedruns are fun, and a better endgame than selling Crytic's endgame stuff to the broker :) It's a viable format, but I really need to get it down to 12 hours! There are many variations that will work, which should keep me playing ML for years. Some of these are discussed below. I'm definitely not a streamer, but would make for good streaming content if someone out there is interested!

Luck:

The day I chose to do this run was very fortuitous...

Weekend Bonus 1: Summoner's Draw

You won't redraw creature spells for creatures you have currently summoned. Give 2x gold in mission or ordeal chests as long as you have at least 5 creatures in your deck.

After Tazeem, I was given a whole new deck of 12, so 5 total creatures was easy.

Gold was an issue in the beginning, but not later, probably because of this.

Weekend Bonus 2: XP Bonus

1.5x xp on everything

This was HUGE, it meant that I leveled up faster (I got to level 31 by the end), which meant that I got planeswalker bonuses earlier than otherwise would.

Before Game starts Bonuses:

Soon after choosing my character, I was awarded...

Unstable Beam, Experimental Scorpion, and Teachings of Serra (Greater Artifact), and Nature's Generosity.

(It took me a bit, but I figured it out. I was awarded these cards because I have the battlepass and did the mana rig event.) Unstable Beam and Teachings of Serra are insanely good, and put post-Tazeem combat into easy mode, especially when combined with being overleveled because of the extra xp.

Thoughts:

I was crazy helped by the bonuses, but that doesn't mean I was able to complete the game quickly. I'm starting to think of the pre-game bonuses as seasonal. I'm sure they'll be different next year. I did a practice run and played 2 planes using

the same red/blue as on the speed run - I got the same pre-game awards. As a test, I just tried making a new red character after the speedrun - got the same pre-game awards, again. Also checked the pre-speedrun artifacts and equipment with those of the speedrun, and they're different! So, it's randomized, which is what I want (I don't want to play sealed deck, and get the same loadout every time!)

Time and Strategies to reduce it:

My initial speedrun split times:

Tazeem: 2 hours, 56 minutes

Benalia: 3 hours, 59 minutes

Tolaria: 3 hours, 15 minutes

Gavony: 3 hours, 23 minutes

Shiv: 2 hours, 29 minutes

Time saving measures for the future:

Know where to find Skaabs, Experimental Creatures, and Shivan Beasts! (I wasted multiple hours on this :()

Skaabs: Minor Skirmish "The Witch and the Wolf"

Shivan Creatures: Go to the middle of nowhere out in the open, not near a town.

Note: Emberlings are both Shivan creatures and Experimental Creatures.

Experimental Creatures: Go to any place that's "inside", they're not outside. If desperate, you can beat towers, then reliquaries 4-6 times. Emberlings are in the reliquaries.

Regardless, make sure you can easily find these before you try any speedrun!
(This is wrong, I think, fix it later)

Don't use livesplit, unless you've used it before. I tried it, but didn't have it transparent, and had the items in the wrong order. Resizing and moving it around amounted to a waste of time, and a big distraction.

Only follow a radiant wisp to get planar mana if it is in one of your colors.

Play Geomancer or Mindmage - both have extra speed using their utility.

Practice your transitions. About a dozen times I went to my realm to update my deck, check my for new artifacts and equipment, and update my realm. I wasted way too much time doing this.

I was using Geomancer, and in the last 2 regions I was double jumping everywhere to speed up. I should have been jumping the entire game - until I got to level 20, where I should have started double jumping immediately.

I should investigate ways to speed up the game (increasing fps?)

I shouldn't finish skirmishes unnecessarily.

Don't scroll through awards, just press and hold A.

Prepare food the day before.

Note: don't swear :)

I should investigate whether it's possible to set up a "Planeswalk to Sanctum" Hotkey, same with my realm.

Use Tolarian Winds (which you get by completing Like Minds) or Animalistic Fury (green spell) to give lesser swiftness. Or get [Greater Swiftness](#).

See if you received equipment (such as uncommon Ardent Helm, common **Boots of the Pilgrim**) which conveys lesser swiftness.

My Realm:

1st visit: rank up Aetheric Core, and leave, nothing else to do. You will need 300 of each planar mana to upgrade lands in Aetheric Core. When you get it, return.

2nd visit: now you can earn planar mana. After you earn 50 of each, return

Other Advice:

Buy initiate's Boots in Arcane workshop to boost utility (costs only gold)

Buy zombie drake (if blue)

Ideas for Future Runs:

Do more Runs:

Try to lower your time.

Try different colors.

Try Challenge runs (e.g. don't spend gold or aether)

Post-run runs:

You've done a run on "Normal". Using the same deck, run through all of the missions on Hard. Repeat for Expert, and Master. It actually sounds inviting to me, as about half of my initial speedrun was running around finding people and stuff, not actually doing missions (the running around was the least fun part of the run). Only doing missions on a first run feels lame. Only doing missions on successive runs with the same deck/loadout sounds fun!

Friends:

Instead of solo-running, I would have really enjoyed someone else doing the run at the same time with me. If you had 2 friends doing it at the same time as you, you could do all of the missions together, which would be faster, get you a lot more loot, and be more fun. Use zoom or facebook or something so you can talk to each other during the run!

My Deck (Red/Blue):

Choosing colors is a very individual choice, but I want to share my reasons and experiences.

First Color Choice: Red for Geomancer.

You want to choose a first class for its primary, secondary, and utility - which you should use often. This would seem to rule out green, but green's spark ability is very, very good, so if you love green, go for it. Personally, I'm most comfortable with these abilities on geomancer. Eventually, I'll be comfortable with all of the colors, but for now, geomancer it is. However, I don't like most of the red spells. If I didn't have Unstable Beam, I would have seriously considered dumping red spells post-Tazeem altogether for white's Angel of Vengeance, Judgement (best spell in the game, IMHO), and Heavenly Assault - all of which I love and received early in the game.

Second Color Choice: Blue for Card Quality.

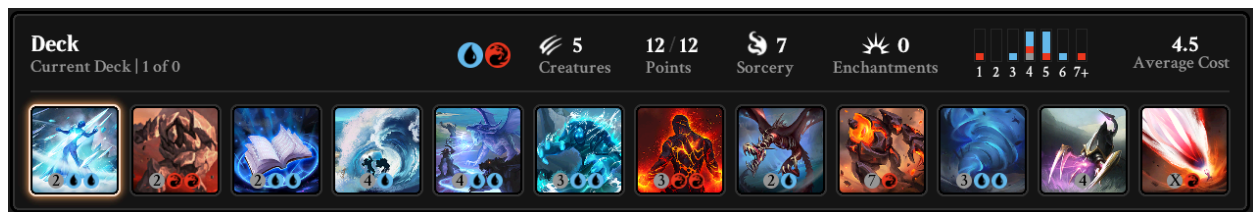
Since you're not using the class, you should choose the second color for it's spells. Since all of my constructed decks include Blue, I am very comfortable with blue spells. I had the outside hope that I would get the blue draw engine. I didn't, but I did get the blue draw spell (Concentrate), which is not part of the initial 12.

"My boys": Earth Elemental and Water Elemental

I also like this color combination because I really like the Elementals. I want some creatures big enough to stick around, without costing greenwarden levels of mana. They're just what I want. My favorite creature for a speedrun is Angel of Vengeance - it has only 1 more cc than Water Elemental, but has lifelink, which is huge. I ran 5 creatures because of the event rewards. I only picked up Magma Colossus near the end of the speedrun. It was pretty great to zip into a reliquary, and look around to find those 3 creatures standing next to me.

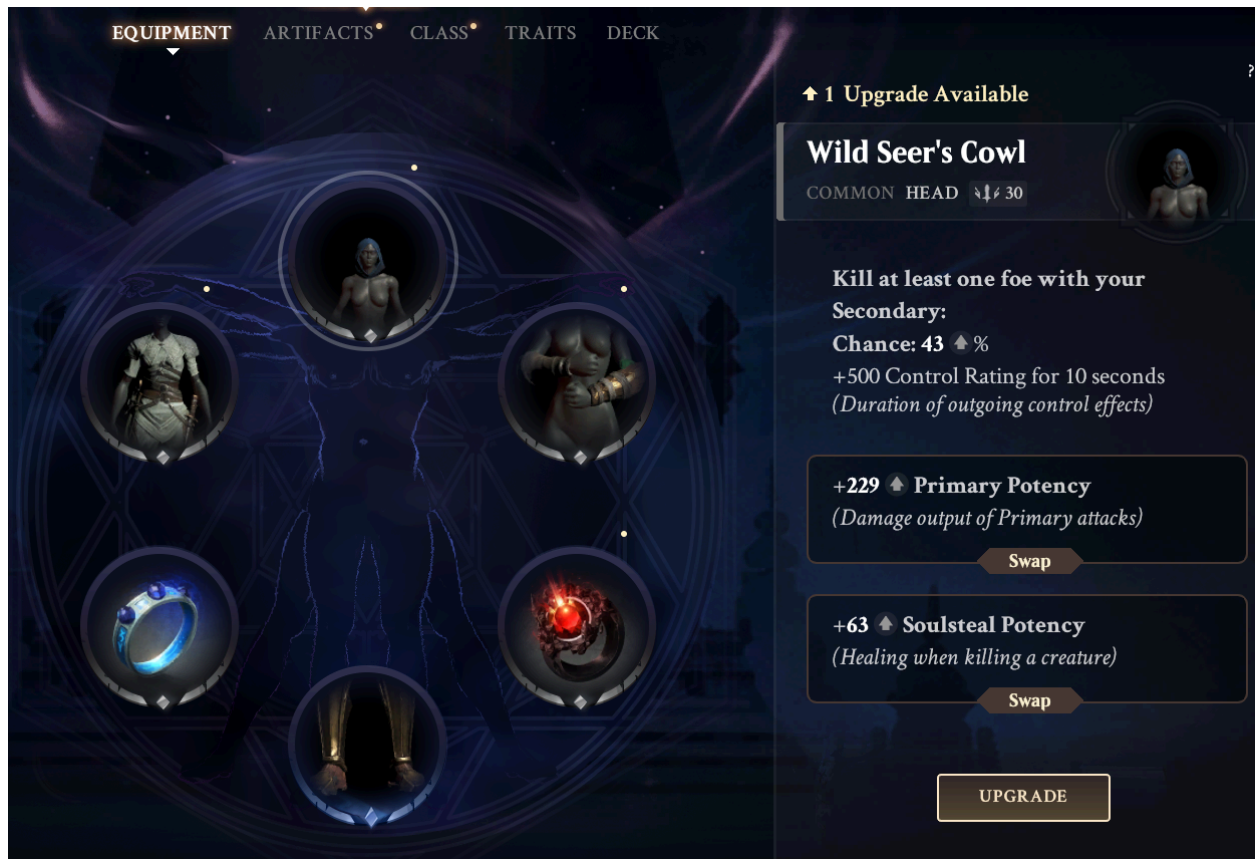
My Deck:

I was very happy with the deck.



My Equipment:


Excellent. Among other things, they represented +488 Primary Potency, +123 Soulsteal Potency, +104 Utility Potency, and +95 Secondary Recharge Speed. You can see how I didn't just cast spells, I smashed face!




My Artifacts:


The lesser artifacts were not useful, but my greater artifacts were fantastic. As you can see, I upgraded Teachings of Serra to Rank 11, even though I did not have sorcery healing.

LEGENDARY






Teachings of Serra




Blooming Totem

GREATER



Carving to Oloro



Soldier's Handbook



Dedication of Hope

LESSER

RANK 11

Teachings of Serra

GREATER 3/33

Whenever you cast a creature spell, heal for **660** ♦, then **1** ♦ creature(s) you control gain **Lifelink** for 8 seconds.

+137 ♦ Sorcery Healing Potency
(Healing output of sorcery spells)

Affects an additional target for each Enchantment spell in your deck.
UNLOCKS AT RANK 20